

**Danielle Voznyy**

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## Skills Summary

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**Programming languages:** Kotlin, Java, C, C#, Python, HTML/CSS

**Technologies:** Git, Android, Firebase, SQLite, Ansible, Gradle, Github Actions, Unity, Django

### Technical

- Great problem solving abilities, having designed many large codebases from the ground up and through a strong mathematical background
- Solid familiarity with Git and software collaboration with long term contributions and pull request reviews for open source projects
- Good experience with Linux and IT automation tools like Ansible for server management
- Experience with SQLite and Firebase for efficient data storage and retrieval

### Interpersonal

- Strong collaboration skills from working in a community setting, as well as a team of six using using the agile development life cycle
- Excellent organizational and time management skills as demonstrated through academic achievement

### Project management

- Experience managing projects and teams, as a senior developer for the community game development project Mine in Abyss for over 4 years

## Positions

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### MINE IN ABYSS – SENIOR DEVELOPER

2018 - PRESENT

- Led many open source projects, reviewing pull requests through GitHub and organizing meetings to keep team members on track
- Developed configurable systems to allow other members of the team to keep complex gameplay mechanics modular and bug free
- Reduced maintenance time and repeated code across projects by unifying build scripts through custom Gradle plugins and other advanced features

### MINE IN ABYSS – SYSADMIN

2019 - PRESENT

- Created automated systems for server deployment and configuration propagation with Ansible and Docker
- Used GitHub workflows to ensure code quality and for automating tedious tasks like packaging and publishing a cross-platform application
- Set up an automated deduplicated backup system with AWS S3 and restic

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## Projects

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### GEARY ENTITY COMPONENT SYSTEM

2020 - PRESENT

- Designed an engine backend for efficient, modular handling of entities in computer games
- Used data oriented design principles to structure the application for better performance
- Wrote extensive documentation and a user guide to let others to quickly learn and use the API
- Made heavy use of OOP design principles to create more extensible and testable code
- Improved system reliability by writing over 50+ unit tests for a variety of engine components.

### SPORTS VENUE MANAGER

JULY 2022

- Used agile development life cycle to efficiently distribute work among a team of 6
- Followed modern Android app architecture standards, enforcing unidirectional data flow to create more maintainable and stable code
- Implemented backend calls using Firebase for data storage
- Designed UI components using Google's Material 3 toolkit

### ROCK BOTTOM – 72H GAME JAM SUBMISSION

APRIL 2020

- Built a physics based puzzle game in Unity C#, using an event driven architecture
- Ranked 551<sup>st</sup> overall out of 4959 submissions
- Created all assets and code to deliver a working product on a tight deadline of 72 hours

### CLICKY – ONLINE VOTING ROOM

AUGUST 2019

- Designed the frontend and backend for a voting application written in Django
- Created reliable client-server interactions, avoiding race conditions with many voters to ensure correct vote counts

## Education

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### UNIVERSITY OF TORONTO SCARBOROUGH

2021 - PRESENT

Candidate, Honours Bachelor of Science, Computer Science Specialist (Co-op)

CGPA: 3.68/4.00

Awards: University of Toronto Entrance Scholarship (\$3000)